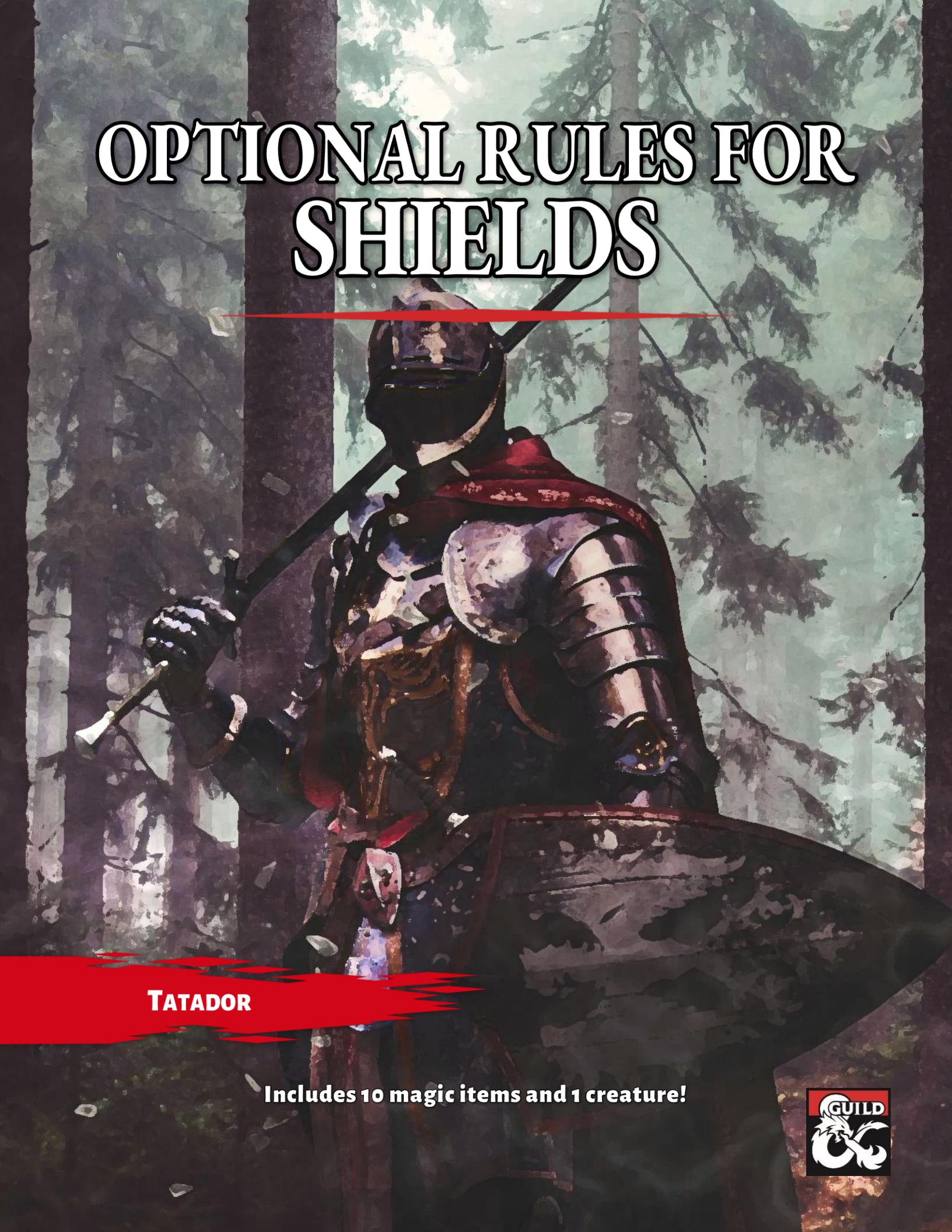


OPTIONAL RULES FOR SHIELDS



TATADOR

Includes 10 magic items and 1 creature!



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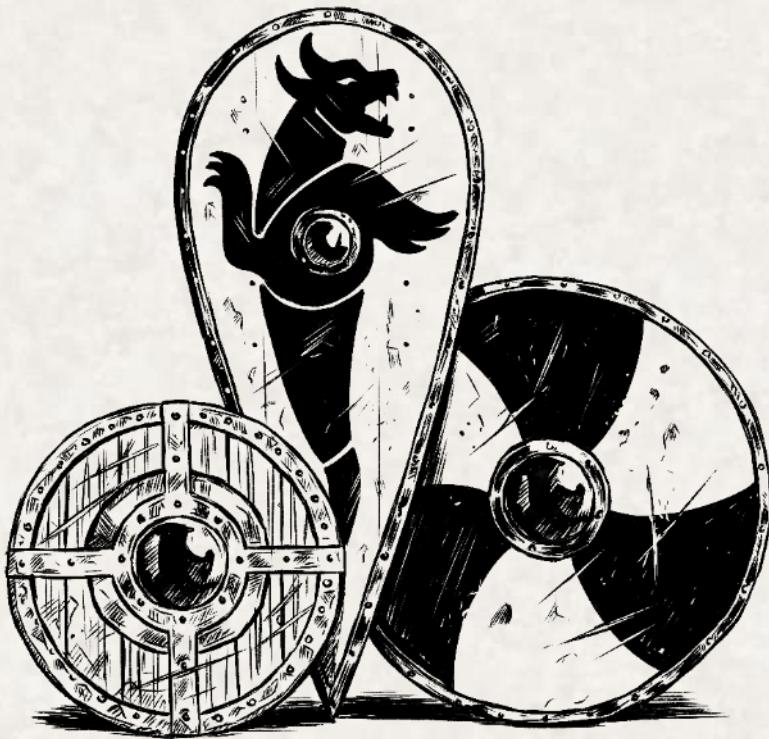
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NON-MAGICAL SHIELDS

BUCKLER

+1 bonus to AC

A buckler shield can be don or doff by using a bonus action instead of an action.

Light parry. When you are wielding a *finesse* or *light* weapon in one hand and a buckler in the other hand, and you are hit by a melee weapon attack, the damage you take is reduced by an amount equal to half your Proficiency bonus, rounded down (minimum of 1).

Bucklers are very small and round shields, generally up to 18 inches in diameter, that are most often used in duels. They are light, fast, and usually held towards the opponent to partially block the enemy's line of sight.

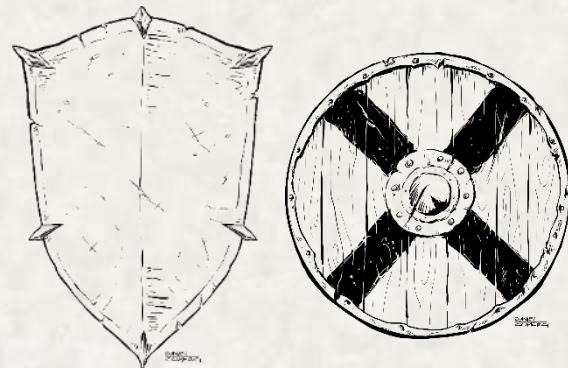


STANDARD SHIELD

+2 bonus to AC

A standard shield can be don or doff by using an action.

It can be a round shield, a kite shield, or any shield of "standard" dimensions, ranging generally from 18 to 32 inches in diameter.



TOWER SHIELD

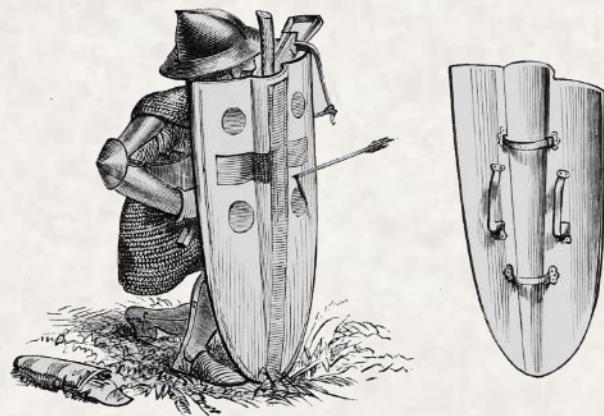
+2 bonus to AC – Str 15 – Disadvantage to stealth

A tower shield can be don or doff by using an action.

Wall of armor. When holding the tower, you can use an action to place the shield vertically on the ground, giving a creature directly behind it $\frac{3}{4}$ cover against attacks coming from the opposite side of the shield. While doing so, you lose the +2 AC bonus of the shield since you are not holding it anymore.

You can take the tower shield back and don it as part of the same action.

Tower shields are larger and heavier shields that are often used to protect against ranged attacks. "Tower shield" is a generic term used to describe either pavises, scutums or any other large enough shield to grant cover when stuck in the ground.



SHIELDS - SUMMARY

Shield name	Cost	Armor Class (AC)	Strength	Stealth	Weight	Don/Doff
Buckler	5 gp	+1	-	-	3 lb.	1 bonus action
Standard shield	10 gp	+2	-	-	6 lb.	1 action
Tower shield	35 gp	+2 or $\frac{3}{4}$ cover	15	Disadvantage	15 lb.	1 action

PROTECTORS

Some shields can be imbued with magic that animates them. They unfold into living metal constructs, with arms and legs, that can precisely follow the orders of its creator. Protectors are rarely encountered in the world, as it is more frequent to come across an animated armor or even a powerful golem.

However, a protector is more than just an animated object. It has a soul, which was provided by the creator of the construct. Many say the souls used in the creation of a protector were captured in the elemental plane of earth. They are just a fragment of what they once were, as they have no memory and no personality.

Usually, protectors are created by casters that are proficient with shields, such as Eldritch Knights, or Clerics.

Constructed Nature. A protector doesn't require air, food, drink, or sleep.

Dual purpose. While in shield form, a protector is a magic shield that can be wielded. While holding it, you have a +1 bonus to AC in addition to the shield's normal bonus to AC. To get it back to protector form, you must use an action to utter a command word while holding the shield.

CREATING A PROTECTOR

Creating a living shield isn't a simple task. But many mages have still been able to create protectors throughout the years, using different methods. The most widespread one is to use a *manual of protectors*.

MANUAL OF PROTECTORS

Wondrous Item, rare

This tome contains information and incantations necessary to make a particular type of protector. To decipher and use the manual, you must be a spellcaster with at least two 3rd-level spell slots. A creature that can't use a *manual of protectors* and attempts to read it takes 4d6 psychic damage.

d12	Type	Time	Cost
1-4	Buckler protector	3 days	300 gp
5-10	Shield protector	7 days	600 gp
11-12	Tower protector	14 days	2,100 gp

To create a protector, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the protector, the book is consumed in mere dust. The protector becomes animate when the dust is sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

SHIELD PROTECTOR

Small construct, neutral

Armor Class 18 (natural armor)

Hit Points 52 (8d6+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	16 (+3)	6 (-2)	14 (+2)	3 (-4)

Saving Throws Constitution +5 Strength +3

Skills Perception +4

Damage Immunities Poison, Psychic

Condition Immunities Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands the language of its creator but can't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The protector is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the protector must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

Shield stance. While the protector is in shield form, it is incapacitated, has a speed of 0 and is resistant to all damage. If, in addition, the protector is wielded, it is immune to all non-magical damage.

Charge. If the protector moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 1d8 bludgeoning damage and must succeed on a DC 13 Strength saving throw or be pushed 10 feet away and knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8 + 1) bludgeoning damage.

Shield form. The protector falls to the ground and transforms into a standard shield that can be wielded.



BUCKLER PROTECTOR

Tiny construct, neutral

Armor Class 16 (natural armor)

Hit Points 36 (8d4+16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	15 (+2)	6 (-2)	14 (+2)	3 (-4)

Saving Throws Constitution +3 Dexterity +2

Skills Perception +3

Damage Immunities Poison, Psychic

Condition Immunities Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands the language of its creator but can't speak

Challenge 1/2 (100 XP) **Proficiency Bonus** +1

Antimagic Susceptibility. The protector is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the protector must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

Shield stance. While the protector is in shield form, it is incapacitated, has a speed of 0 and is resistant to all damage. If, in addition, the protector is wielded, it is immune to all non-magical damage.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d6 - 1) bludgeoning damage.

Shield form. The protector falls to the ground and transforms into a buckler that can be wielded.

TOWER PROTECTOR

Medium construct, neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	17 (+3)	6 (-2)	14 (+2)	3 (-4)

Saving Throws Constitution +6 Strength +5

Skills Perception +5

Damage Immunities Poison, Psychic

Condition Immunities Blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft. (blind beyond this radius), passive Perception 12

Languages Understands the language of its creator but can't speak

Challenge 3 (700 XP) **Proficiency Bonus** +3

Antimagic Susceptibility. The protector is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the protector must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for one minute.

Shield stance. While the protector is in shield form, it is incapacitated, has a speed of 0 and is resistant to all damage. If, in addition, the protector is wielded, it is immune to all non-magical damage.

Charge. If the protector moves at least 10 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 1d10 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be pushed 10 feet away and knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 2) bludgeoning damage.

Shield form. The protector falls to the ground and transforms into a tower shield that can be wielded.

MAGIC SHIELDS

SHIELD OF COURAGE

Standard shield – Rare (*requires attunement*)

While holding this shield, you can't be frightened while you are conscious.

BARRIER BUCKLER

Buckler – Very Rare (*requires attunement*)

This shield has 2 charges. While holding this shield, when you are hit by a weapon attack, you can expend a charge as a reaction and take no damage instead.

This item regains 1 charge at dawn. When the last charge is expended, roll a d20. On a 1, the buckler implodes in your hand, and you take 8d6 force damage.



DOOR SHIELD

Tower shield – Rare (*requires attunement*)



While holding this shield, you have a +1 bonus to AC in addition to the shield's normal bonus to AC. In addition, you can use an action to speak a command word. The shield immediately transforms into an iron door that fills any space up to 5 ft. large and 10 ft. high. The door is 4 inches thick and has a lock (DC 20 Dexterity check to lock-pick).

SHIELD OF THE LAW

Standard shield – Uncommon

While holding this shield, you have a +1 bonus to AC against any creature that is of chaotic alignment. This bonus is in addition to the shield's normal bonus to AC. The shield does not require attunement.



GOLDEN TARGE OF THE VALKYRIE

Buckler – Legendary (*requires attunement*)

While holding this shield, you have a +3 bonus to AC in addition to the shield's normal bonus to AC. When you successfully block an attack with this shield, it creates a burst of light. All creatures in a 20-ft. cone in front of you must make a DC 18 Constitution saving throw or be blinded until the end of their next turn. Enemies in the cone within 5 feet of you have disadvantage to the saving throw. If a creature succeeds to the saving throw, it is immune to the blinded condition caused by the shield for 24h.



SPIKED SHIELD

Standard shield – Uncommon (*requires attunement*)

While holding this shield, you can use a bonus action to activate the spikes. While the spikes are activated, if you are the target of a melee weapon attack and this attack misses, the spikes are sent flying to the attacker, dealing 2 piercing damage. The spikes then immediately come back to the shield.



MOON SHIELD

Standard shield – Very rare
(requires attunement)

While attuned to this shield, you can increase your Intelligence, Wisdom, or Charisma by 1. While holding it, you can't be put to sleep by any magical mean, and you have advantage to Wisdom saving throws.



WILLOW SHIELD

Tower shield – Legendary (requires attunement)

While holding this shield, you have a +3 bonus to AC in addition to the shield's normal bonus to AC. When you are in a Forest biome, you can draw on the power of nature and gain 1d12 temporary hit points at the start of each of your turns. In addition, you have advantage on your attacks against Undead creatures.



Sentience. The Willow Shield is a sentient wooden shield of Neutral alignment, with an Intelligence of 12, a Wisdom of 16, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The shield can speak and understand Druidic, Elvish and Common, and it can communicate telepathically with its wielder.

Personality. This shield believes in the power of nature and the importance of balance. It demands that its wielder wear any armor (or no armor) but metal. If the Willow Shield feels that these

precepts are not respected, it will break the attunement and make it harder to attune to it, doubling the next attunement time. In addition, the magical bonus to AC is decreased by 1 each time the attunement is broken by the Willow Shield (minimum of +1).

BUCKLER OF THE DEPARTED

Buckler – Rare (requires attunement)

While holding this shield, you can use an action to unleash the shield's magic, having the same effect as the spell *Speak with Dead*. When you do so, you can't use this again until you finish a long rest.

HIGH GUARD SHIELD

Standard shield – Uncommon
(requires attunement)

While holding this shield, you have a +1 bonus to AC in addition to the shield's normal bonus to AC. When you are reduced to half your max hit points or less, you gain a +1 bonus to your attack and damage rolls that lasts until the end of your next turn. You can't benefit from this effect again until you finish a long rest.



THE ORIGIN

There are already plenty of homebrewed alternative rules for shields in the 5th edition, but I already had an idea in mind that I wanted to right down. Turned out, many other people had similar ideas as well! I decided to publish it anyway, as some people might find it useful...

This document was also, for me, the occasion to practice D&D syntax/templates, and to have fun creating rules, creatures, and magic items. I hope it will help pimp up your game and bring some fun to your table!

-Tatador

